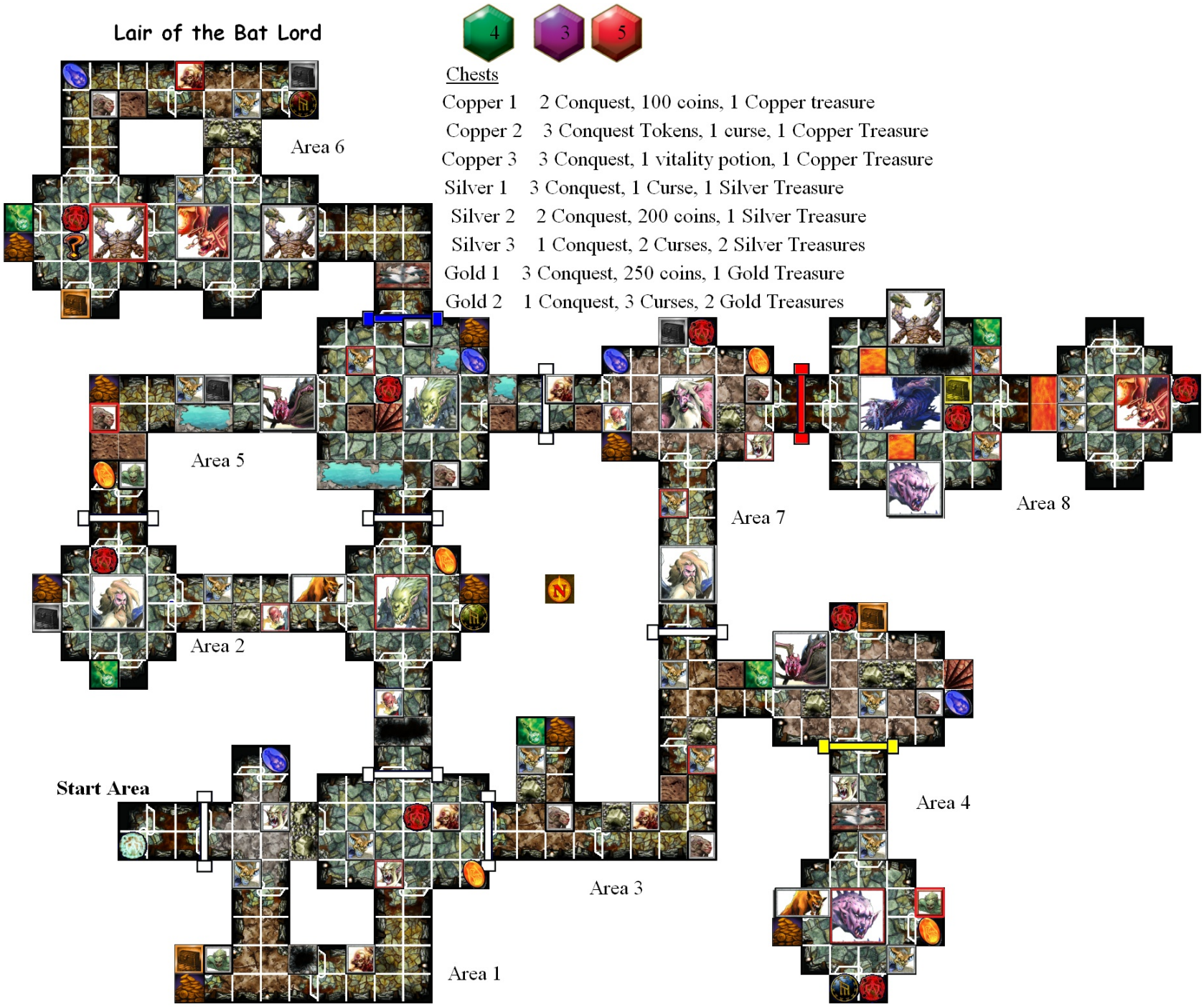
Lair of the Bat Lord


4
3
5
Chests
Copper 1 2 Conquest, 100 coins, 1 Copper treasure
Copper 2 3 Conquest Tokens, 1 curse, 1 Copper Treasure
Copper 3 3 Conquest, 1 vitality potion, 1 Copper Treasure
Silver 1 3 Conquest, 1 Curse, 1 Silver Treasure
Silver 2 2 Conquest, 200 coins, 1 Silver Treasure
Silver 3 1 Conquest, 2 Curses, 2 Silver Treasures
Gold 1 3 Conquest, 250 coins, 1 Gold Treasure
Gold 2 1 Conquest, 3 Curses, 2 Gold Treasures
Area 6
Area 5
Area 7
Area 8
Area 2
Start Area
Area 3
Area 4
Area 1

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Lair of the Bat Lord

By Will Hall

Scenario Background

You've heard rumours that the Bat Lord, an evil razorwing/demon, has returned from Hell, where he was banished long ago. He plans to send in his razorwing demon hordes in to take over the world, and you have decided it would be a good idea to save it. Coincedentally, you somehow have a map of the dungeon where he resides. Good for you.

Mission Goals

Your goal is to enter the dungeon and slay the evil Bat Lord. To do so you'll have to make your way through the hordes of razorwings and other creatures. If you can activate some of the ancient glyphs of transport in the dungeon, all the better. You start with 10 conquest tokens. If you ever run out of conquest tokens, the Bat Lord will have triumphed over you. Good luck.

Area 1

The passage here is dark, and you can see that the tunnel splits into two. You hear the rustle of wings as several creatures descend upon you.

Razorwings
The Razorwings in this quest are Hell Bats, more powerful than the ordinary kind. They all roll one green die in addition to their normal attack.

Area 2

Stalactites hang from the ceilings of this area, and in one place a deep hole has been dug into the ground. A large ogre notices your intrusion and charges at you, spittle flying from its mouth.

Area 3

This section of the dungeon looks in disrepair, as numerous cave-ins cover sections of floor here. Several doors lead away from this area, and a set of stairs leads down into the darkness.

Area 4

Spinning blades near the entrance of this small room block your path, while various creatures growl at your approach. A large naga in the centre of the room barks a command, and they rise to attack you.

Area 5

The ground in this area is very wet, and large pools of water dot the floor. You notice that much of the water contains blood, as it has a sickly red tinge to it.

Area 6

Several large statues dominate this room, including one of the Bat Lord himself. As you enter cautiously, many spring to life and attack!

Important: The demon in this room is actually a very large Hell Bat. It has the same stats as a normal demon except for the extra green die that all Hell Bats have. Additionally, it is a melee monster, and may only attack from one space away, as well as rolling a red die instead of a white.

The Statue
The encounter marker in this area is a statue of the Bat Lord. It provides necromantic support to all beings in the room. All monsters gain 1 extra armour and 2 additional power dice while it stays. You may target the statue with an attack (the statue is treated as rubble for purposes of movement and line of sight). When it has taken 12 wounds, it is destroyed and its benefits are dispelled.

If the statue is defeated:
The statues glowing red eyes dim as you smash it to pieces. The heroes receive 3 conquest tokens for defeating the Bat Lord's statue.

Area 7

A menagerie of creatures make their home here, munching on the bloody remains of a previous adventuring party. The sheer number of different monsters in this room worries you, but not as much as the hulking giant that stands in the centre of the room, hefting a large club.

Area 8

An army of creatures stands before you, including an enormous dragon. Pools of liquid fire are prevalent, but worst of all, behind them all, is the dreaded Bat Lord. Its eyes glowing as red of the fires of Hell from which it came, the monstrous bat-demon swoops towards you, looking for blood.

The Bat Lord has the same stats as a regular demon except that it has 9 armor, 10 extra wounds, and the Sorcery 5 ability. Additionally, he has the same melee attack ability the bat demon in Area 6 had, and he also rolls all five power dice when making attacks.

If the Bat Lord is defeated:
The vile Bat Lord lets out an unearthly shriek as it falls, and it is consumed in flames. You need to cover your ears as its howls grow louder, and even then you can hardly bear it. When it finally subsides, the Bat Lord is gone. Whether it is for good, though, is yet to be found out.
The heroes gain 5 conquest tokens for defeating the Bat Lord. This is completely pointless, as they have just won, and the tokens are completely useless. They have completed

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their quest, at least until the next time evil threatens the world (likely next week).

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